

**ABSTRACT**

Liquid crystal shutter glasses are used in time-sequential 3D systems to control which image the viewer's eyes receive. Worn by the viewer, they are designed to "open" and "close" to permit light to enter the eye or to block the light going to each eye synchronously with and in the same sequence as the right and left images are presented to a monitor or projector being viewed. If the refresh rate on the display device is slow, such as is the case in standard NTSC/PAL television systems, flicker will be observed by the viewer. For monitor displays, this flicker is due to flicker of the image on the monitor and/or flicker of the background illumination surrounding the monitor. The present invention provides liquid crystal shutter glasses adapted to reduce or eliminate flicker from both sources.